

# Covid-19 Impact on Global Augmented Reality and Virtual Reality Platform Market Size, Status and Forecast 2020-2026

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## Abstracts

Augmented Reality and Virtual Reality Platform market is segmented by Type, and by Application. Players, stakeholders, and other participants in the global Augmented Reality and Virtual Reality Platform market will be able to gain the upper hand as they use the report as a powerful resource. The segmental analysis focuses on revenue and forecast by Type and by Application in terms of revenue and forecast for the period 2015-2026.

Since the COVID-19 virus outbreak in December 2019, the disease has spread to almost 200 countries around the globe with the World Health Organization declaring it a public health emergency. The global impacts of the coronavirus disease 2019 (COVID-19) are already starting to be felt, and will significantly affect the Augmented Reality and Virtual Reality Platform market in 2020. The outbreak of COVID-19 has brought effects on many aspects, like flight cancellations; travel bans and quarantines; restaurants closed; all indoor events restricted; over forty countries state of emergency declared; massive slowing of the supply chain; stock market volatility; falling business confidence, growing panic among the population, and uncertainty about future.

This report also analyzes the impact of Coronavirus COVID-19 on the Augmented Reality and Virtual Reality Platform industry.

The key players covered in this study

Augmented Pixels

HP Autonomy

Blippar

Catchoom

Wikitude

Google

ARToolKit

Realmax

Huawei

Magic Leap

Niantic

SenseTime

Facebook

Unity Technologies

EON Reality

Zappar

Infinity Augmented Reality

NexTech AR Solns

LibreStream Technologies

Artivive

Zugara

Market segment by Type, the product can be split into

AR Platform

VR Platform

Hybrid Technology Platform

Market segment by Application, split into

Education and Training

Video Game

Online Shopping

Media

Tourism

Social Media

Others

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global Augmented Reality and Virtual Reality Platform status, future forecast, growth opportunity, key market and key players.

To present the Augmented Reality and Virtual Reality Platform development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of Augmented Reality and Virtual Reality Platform are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

## Contents

### 1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by Augmented Reality and Virtual Reality Platform Revenue
- 1.4 Covid-19 Implications on Market by Type
  - 1.4.1 Global Augmented Reality and Virtual Reality Platform Market Size Growth Rate by Type: 2020 VS 2026
  - 1.4.2 AR Platform
  - 1.4.3 VR Platform
  - 1.4.4 Hybrid Technology Platform
- 1.5 Market by Application
  - 1.5.1 Global Augmented Reality and Virtual Reality Platform Market Share by Application: 2020 VS 2026
  - 1.5.2 Education and Training
  - 1.5.3 Video Game
  - 1.5.4 Online Shopping
  - 1.5.5 Media
  - 1.5.6 Tourism
  - 1.5.7 Social Media
  - 1.5.8 Others
- 1.6 Coronavirus Disease 2019 (Covid-19): Augmented Reality and Virtual Reality Platform Industry Impact
  - 1.6.1 Covid-19 Impact: Global GDP Growth, 2019, 2020 and 2021 Projections
  - 1.6.2 Covid-19 Impact: Commodity Prices Indices
  - 1.6.3 Covid-19 Impact: Global Major Government Policy
- 1.7 Study Objectives
- 1.8 Years Considered

### 2 GLOBAL GROWTH TRENDS

- 2.1 Covid-19 Implications on Global Augmented Reality and Virtual Reality Platform Market Perspective (2015-2026)
- 2.2 Covid-19 Implications on Global Augmented Reality and Virtual Reality Platform Growth Trends by Regions
  - 2.2.1 Augmented Reality and Virtual Reality Platform Market Size by Regions: 2015

VS 2020 VS 2026

2.2.2 Augmented Reality and Virtual Reality Platform Historic Market Share by Regions (2015-2020)

2.2.3 Augmented Reality and Virtual Reality Platform Forecasted Market Size by Regions (2021-2026)

2.3 Industry Trends and Growth Strategy

2.3.1 Market Top Trends

2.3.2 Market Drivers

2.3.3 Market Challenges

2.3.4 Porter's Five Forces Analysis

2.3.5 Augmented Reality and Virtual Reality Platform Market Growth Strategy

2.3.6 Primary Interviews with Key Augmented Reality and Virtual Reality Platform Players (Opinion Leaders)

### **3 COVID-19 IMPLICATIONS ON COMPETITION LANDSCAPE BY KEY PLAYERS**

3.1 Global Top Augmented Reality and Virtual Reality Platform Players by Market Size

3.1.1 Global Top Augmented Reality and Virtual Reality Platform Players by Revenue (2015-2020)

3.1.2 Global Augmented Reality and Virtual Reality Platform Revenue Market Share by Players (2015-2020)

3.1.3 Global Augmented Reality and Virtual Reality Platform Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

3.2 Global Augmented Reality and Virtual Reality Platform Market Concentration Ratio

3.2.1 Global Augmented Reality and Virtual Reality Platform Market Concentration Ratio (CR5 and HHI)

3.2.2 Global Top 10 and Top 5 Companies by Augmented Reality and Virtual Reality Platform Revenue in 2019

3.3 Augmented Reality and Virtual Reality Platform Key Players Head office and Area Served

3.4 Key Players Augmented Reality and Virtual Reality Platform Product Solution and Service

3.5 Date of Enter into Augmented Reality and Virtual Reality Platform Market

3.6 Mergers & Acquisitions, Expansion Plans

### **4 COVID-19 IMPLICATIONS ON MARKET SIZE BY TYPE (2015-2026)**

4.1 Global Augmented Reality and Virtual Reality Platform Historic Market Size by Type (2015-2020)

4.2 Global Augmented Reality and Virtual Reality Platform Forecasted Market Size by Type (2021-2026)

## **5 COVID-19 IMPLICATIONS ON MARKET SIZE BY APPLICATION (2015-2026)**

5.1 Global Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020)

5.2 Global Augmented Reality and Virtual Reality Platform Forecasted Market Size by Application (2021-2026)

## **6 NORTH AMERICA IMPACT OF COVID-19**

6.1 North America Augmented Reality and Virtual Reality Platform Market Size (2015-2020)

6.2 Augmented Reality and Virtual Reality Platform Key Players in North America (2019-2020)

6.3 North America Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020)

6.4 North America Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020)

## **7 EUROPE IMPACT OF COVID-19**

7.1 Europe Augmented Reality and Virtual Reality Platform Market Size (2015-2020)

7.2 Augmented Reality and Virtual Reality Platform Key Players in Europe (2019-2020)

7.3 Europe Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020)

7.4 Europe Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020)

## **8 CHINA IMPACT OF COVID-19**

8.1 China Augmented Reality and Virtual Reality Platform Market Size (2015-2020)

8.2 Augmented Reality and Virtual Reality Platform Key Players in China (2019-2020)

8.3 China Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020)

8.4 China Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020)

## **9 JAPAN IMPACT OF COVID-19**

- 9.1 Japan Augmented Reality and Virtual Reality Platform Market Size (2015-2020)
- 9.2 Augmented Reality and Virtual Reality Platform Key Players in Japan (2019-2020)
- 9.3 Japan Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020)
- 9.4 Japan Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020)

## **10 SOUTHEAST ASIA IMPACT OF COVID-19**

- 10.1 Southeast Asia Augmented Reality and Virtual Reality Platform Market Size (2015-2020)
- 10.2 Augmented Reality and Virtual Reality Platform Key Players in Southeast Asia (2019-2020)
- 10.3 Southeast Asia Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020)
- 10.4 Southeast Asia Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020)

## **11 INDIA IMPACT OF COVID-19**

- 11.1 India Augmented Reality and Virtual Reality Platform Market Size (2015-2020)
- 11.2 Augmented Reality and Virtual Reality Platform Key Players in India (2019-2020)
- 11.3 India Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020)
- 11.4 India Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020)

## **12 CENTRAL & SOUTH AMERICA IMPACT OF COVID-19**

- 12.1 Central & South America Augmented Reality and Virtual Reality Platform Market Size (2015-2020)
- 12.2 Augmented Reality and Virtual Reality Platform Key Players in Central & South America (2019-2020)
- 12.3 Central & South America Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020)
- 12.4 Central & South America Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020)



## 13KEY PLAYERS PROFILES

### 13.1 Augmented Pixels

13.1.1 Augmented Pixels Company Details

13.1.2 Augmented Pixels Business Overview and Its Total Revenue

13.1.3 Augmented Pixels Augmented Reality and Virtual Reality Platform Introduction

13.1.4 Augmented Pixels Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020))

13.1.5 Augmented Pixels Recent Development and Reaction to COVID-19

### 13.2 HP Autonomy

13.2.1 HP Autonomy Company Details

13.2.2 HP Autonomy Business Overview and Its Total Revenue

13.2.3 HP Autonomy Augmented Reality and Virtual Reality Platform Introduction

13.2.4 HP Autonomy Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)

13.2.5 HP Autonomy Recent Development and Reaction to COVID-19

### 13.3 Blippar

13.3.1 Blippar Company Details

13.3.2 Blippar Business Overview and Its Total Revenue

13.3.3 Blippar Augmented Reality and Virtual Reality Platform Introduction

13.3.4 Blippar Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)

13.3.5 Blippar Recent Development and Reaction to COVID-19

### 13.4 Catchoom

13.4.1 Catchoom Company Details

13.4.2 Catchoom Business Overview and Its Total Revenue

13.4.3 Catchoom Augmented Reality and Virtual Reality Platform Introduction

13.4.4 Catchoom Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)

13.4.5 Catchoom Recent Development and Reaction to COVID-19

### 13.5 Wikitude

13.5.1 Wikitude Company Details

13.5.2 Wikitude Business Overview and Its Total Revenue

13.5.3 Wikitude Augmented Reality and Virtual Reality Platform Introduction

13.5.4 Wikitude Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)

13.5.5 Wikitude Recent Development and Reaction to COVID-19

### 13.6 Google

- 13.6.1 Google Company Details
- 13.6.2 Google Business Overview and Its Total Revenue
- 13.6.3 Google Augmented Reality and Virtual Reality Platform Introduction
- 13.6.4 Google Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
- 13.6.5 Google Recent Development and Reaction to COVID-19
- 13.7 ARToolKit
  - 13.7.1 ARToolKit Company Details
  - 13.7.2 ARToolKit Business Overview and Its Total Revenue
  - 13.7.3 ARToolKit Augmented Reality and Virtual Reality Platform Introduction
  - 13.7.4 ARToolKit Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
  - 13.7.5 ARToolKit Recent Development and Reaction to COVID-19
- 13.8 Realmax
  - 13.8.1 Realmax Company Details
  - 13.8.2 Realmax Business Overview and Its Total Revenue
  - 13.8.3 Realmax Augmented Reality and Virtual Reality Platform Introduction
  - 13.8.4 Realmax Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
  - 13.8.5 Realmax Recent Development and Reaction to COVID-19
- 13.9 Huawei
  - 13.9.1 Huawei Company Details
  - 13.9.2 Huawei Business Overview and Its Total Revenue
  - 13.9.3 Huawei Augmented Reality and Virtual Reality Platform Introduction
  - 13.9.4 Huawei Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
  - 13.9.5 Huawei Recent Development and Reaction to COVID-19
- 13.10 Magic Leap
  - 13.10.1 Magic Leap Company Details
  - 13.10.2 Magic Leap Business Overview and Its Total Revenue
  - 13.10.3 Magic Leap Augmented Reality and Virtual Reality Platform Introduction
  - 13.10.4 Magic Leap Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
  - 13.10.5 Magic Leap Recent Development and Reaction to COVID-19
- 13.11 Niantic
  - 10.11.1 Niantic Company Details
  - 10.11.2 Niantic Business Overview and Its Total Revenue
  - 10.11.3 Niantic Augmented Reality and Virtual Reality Platform Introduction
  - 10.11.4 Niantic Revenue in Augmented Reality and Virtual Reality Platform Business

(2015-2020)

10.11.5 Niantic Recent Development and Reaction to COVID-19

13.12 SenseTime

10.12.1 SenseTime Company Details

10.12.2 SenseTime Business Overview and Its Total Revenue

10.12.3 SenseTime Augmented Reality and Virtual Reality Platform Introduction

10.12.4 SenseTime Revenue in Augmented Reality and Virtual Reality Platform

Business (2015-2020)

10.12.5 SenseTime Recent Development and Reaction to COVID-19

13.13 Facebook

10.13.1 Facebook Company Details

10.13.2 Facebook Business Overview and Its Total Revenue

10.13.3 Facebook Augmented Reality and Virtual Reality Platform Introduction

10.13.4 Facebook Revenue in Augmented Reality and Virtual Reality Platform

Business (2015-2020)

10.13.5 Facebook Recent Development and Reaction to COVID-19

13.14 Unity Technologies

10.14.1 Unity Technologies Company Details

10.14.2 Unity Technologies Business Overview and Its Total Revenue

10.14.3 Unity Technologies Augmented Reality and Virtual Reality Platform

Introduction

10.14.4 Unity Technologies Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)

10.14.5 Unity Technologies Recent Development and Reaction to COVID-19

13.15 EON Reality

10.15.1 EON Reality Company Details

10.15.2 EON Reality Business Overview and Its Total Revenue

10.15.3 EON Reality Augmented Reality and Virtual Reality Platform Introduction

10.15.4 EON Reality Revenue in Augmented Reality and Virtual Reality Platform

Business (2015-2020)

10.15.5 EON Reality Recent Development and Reaction to COVID-19

13.16 Zappar

10.16.1 Zappar Company Details

10.16.2 Zappar Business Overview and Its Total Revenue

10.16.3 Zappar Augmented Reality and Virtual Reality Platform Introduction

10.16.4 Zappar Revenue in Augmented Reality and Virtual Reality Platform Business

(2015-2020)

10.16.5 Zappar Recent Development and Reaction to COVID-19

13.17 Infinity Augmented Reality

- 10.17.1 Infinity Augmented Reality Company Details
- 10.17.2 Infinity Augmented Reality Business Overview and Its Total Revenue
- 10.17.3 Infinity Augmented Reality Augmented Reality and Virtual Reality Platform Introduction
- 10.17.4 Infinity Augmented Reality Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
- 10.17.5 Infinity Augmented Reality Recent Development and Reaction to COVID-19
- 13.18 NexTech AR Solns
  - 10.18.1 NexTech AR Solns Company Details
  - 10.18.2 NexTech AR Solns Business Overview and Its Total Revenue
  - 10.18.3 NexTech AR Solns Augmented Reality and Virtual Reality Platform Introduction
  - 10.18.4 NexTech AR Solns Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
  - 10.18.5 NexTech AR Solns Recent Development and Reaction to COVID-19
- 13.19 LibreStream Technologies
  - 10.19.1 LibreStream Technologies Company Details
  - 10.19.2 LibreStream Technologies Business Overview and Its Total Revenue
  - 10.19.3 LibreStream Technologies Augmented Reality and Virtual Reality Platform Introduction
  - 10.19.4 LibreStream Technologies Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
  - 10.19.5 LibreStream Technologies Recent Development and Reaction to COVID-19
- 13.20 Artivive
  - 10.20.1 Artivive Company Details
  - 10.20.2 Artivive Business Overview and Its Total Revenue
  - 10.20.3 Artivive Augmented Reality and Virtual Reality Platform Introduction
  - 10.20.4 Artivive Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
  - 10.20.5 Artivive Recent Development and Reaction to COVID-19
- 13.21 Zugara
  - 10.21.1 Zugara Company Details
  - 10.21.2 Zugara Business Overview and Its Total Revenue
  - 10.21.3 Zugara Augmented Reality and Virtual Reality Platform Introduction
  - 10.21.4 Zugara Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020)
  - 10.21.5 Zugara Recent Development and Reaction to COVID-19

## **14ANALYST'S VIEWPOINTS/CONCLUSIONS**

## **15APPENDIX**

### 15.1 Research Methodology

#### 15.1.1 Methodology/Research Approach

#### 15.1.2 Data Source

### 15.2 Disclaimer

### 15.3 Author Details

## List Of Tables

### LIST OF TABLES

- Table 1. Augmented Reality and Virtual Reality Platform Key Market Segments
- Table 2. Key Players Covered: Ranking by Augmented Reality and Virtual Reality Platform Revenue
- Table 3. Ranking of Global Top Augmented Reality and Virtual Reality Platform Manufacturers by Revenue (US\$ Million) in 2019
- Table 4. Global Augmented Reality and Virtual Reality Platform Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026
- Table 5. Key Players of AR Platform
- Table 6. Key Players of VR Platform
- Table 7. Key Players of Hybrid Technology Platform
- Table 8. COVID-19 Impact Global Market: (Four Augmented Reality and Virtual Reality Platform Market Size Forecast Scenarios)
- Table 9. Opportunities and Trends for Augmented Reality and Virtual Reality Platform Players in the COVID-19 Landscape
- Table 10. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis
- Table 11. Key Regions/Countries Measures against Covid-19 Impact
- Table 12. Proposal for Augmented Reality and Virtual Reality Platform Players to Combat Covid-19 Impact
- Table 13. Global Augmented Reality and Virtual Reality Platform Market Size Growth by Application (US\$ Million): 2020 VS 2026
- Table 14. Global Augmented Reality and Virtual Reality Platform Market Size by Regions (US\$ Million): 2020 VS 2026
- Table 15. Global Augmented Reality and Virtual Reality Platform Market Size by Regions (2015-2020) (US\$ Million)
- Table 16. Global Augmented Reality and Virtual Reality Platform Market Share by Regions (2015-2020)
- Table 17. Global Augmented Reality and Virtual Reality Platform Forecasted Market Size by Regions (2021-2026) (US\$ Million)
- Table 18. Global Augmented Reality and Virtual Reality Platform Market Share by Regions (2021-2026)
- Table 19. Market Top Trends
- Table 20. Key Drivers: Impact Analysis
- Table 21. Key Challenges
- Table 22. Augmented Reality and Virtual Reality Platform Market Growth Strategy
- Table 23. Main Points Interviewed from Key Augmented Reality and Virtual Reality

## Platform Players

Table 24. Global Augmented Reality and Virtual Reality Platform Revenue by Players (2015-2020) (Million US\$)

Table 25. Global Augmented Reality and Virtual Reality Platform Market Share by Players (2015-2020)

Table 26. Global Top Augmented Reality and Virtual Reality Platform Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Augmented Reality and Virtual Reality Platform as of 2019)

Table 27. Global Augmented Reality and Virtual Reality Platform by Players Market Concentration Ratio (CR5 and HHI)

Table 28. Key Players Headquarters and Area Served

Table 29. Key Players Augmented Reality and Virtual Reality Platform Product Solution and Service

Table 30. Date of Enter into Augmented Reality and Virtual Reality Platform Market

Table 31. Mergers & Acquisitions, Expansion Plans

Table 32. Global Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020) (Million US\$)

Table 33. Global Augmented Reality and Virtual Reality Platform Market Size Share by Type (2015-2020)

Table 34. Global Augmented Reality and Virtual Reality Platform Revenue Market Share by Type (2021-2026)

Table 35. Global Augmented Reality and Virtual Reality Platform Market Size Share by Application (2015-2020)

Table 36. Global Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020) (Million US\$)

Table 37. Global Augmented Reality and Virtual Reality Platform Market Size Share by Application (2021-2026)

Table 38. North America Key Players Augmented Reality and Virtual Reality Platform Revenue (2019-2020) (Million US\$)

Table 39. North America Key Players Augmented Reality and Virtual Reality Platform Market Share (2019-2020)

Table 40. North America Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020) (Million US\$)

Table 41. North America Augmented Reality and Virtual Reality Platform Market Share by Type (2015-2020)

Table 42. North America Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020) (Million US\$)

Table 43. North America Augmented Reality and Virtual Reality Platform Market Share by Application (2015-2020)

Table 44. Europe Key Players Augmented Reality and Virtual Reality Platform Revenue (2019-2020) (Million US\$)

Table 45. Europe Key Players Augmented Reality and Virtual Reality Platform Market Share (2019-2020)

Table 46. Europe Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020) (Million US\$)

Table 47. Europe Augmented Reality and Virtual Reality Platform Market Share by Type (2015-2020)

Table 48. Europe Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020) (Million US\$)

Table 49. Europe Augmented Reality and Virtual Reality Platform Market Share by Application (2015-2020)

Table 50. China Key Players Augmented Reality and Virtual Reality Platform Revenue (2019-2020) (Million US\$)

Table 51. China Key Players Augmented Reality and Virtual Reality Platform Market Share (2019-2020)

Table 52. China Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020) (Million US\$)

Table 53. China Augmented Reality and Virtual Reality Platform Market Share by Type (2015-2020)

Table 54. China Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020) (Million US\$)

Table 55. China Augmented Reality and Virtual Reality Platform Market Share by Application (2015-2020)

Table 56. Japan Key Players Augmented Reality and Virtual Reality Platform Revenue (2019-2020) (Million US\$)

Table 57. Japan Key Players Augmented Reality and Virtual Reality Platform Market Share (2019-2020)

Table 58. Japan Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020) (Million US\$)

Table 59. Japan Augmented Reality and Virtual Reality Platform Market Share by Type (2015-2020)

Table 60. Japan Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020) (Million US\$)

Table 61. Japan Augmented Reality and Virtual Reality Platform Market Share by Application (2015-2020)

Table 62. Southeast Asia Key Players Augmented Reality and Virtual Reality Platform Revenue (2019-2020) (Million US\$)

Table 63. Southeast Asia Key Players Augmented Reality and Virtual Reality Platform



Market Share (2019-2020)

Table 64. Southeast Asia Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020) (Million US\$)

Table 65. Southeast Asia Augmented Reality and Virtual Reality Platform Market Share by Type (2015-2020)

Table 66. Southeast Asia Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020) (Million US\$)

Table 67. Southeast Asia Augmented Reality and Virtual Reality Platform Market Share by Application (2015-2020)

Table 68. India Key Players Augmented Reality and Virtual Reality Platform Revenue (2019-2020) (Million US\$)

Table 69. India Key Players Augmented Reality and Virtual Reality Platform Market Share (2019-2020)

Table 70. India Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020) (Million US\$)

Table 71. India Augmented Reality and Virtual Reality Platform Market Share by Type (2015-2020)

Table 72. India Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020) (Million US\$)

Table 73. India Augmented Reality and Virtual Reality Platform Market Share by Application (2015-2020)

Table 74. Central & South America Key Players Augmented Reality and Virtual Reality Platform Revenue (2019-2020) (Million US\$)

Table 75. Central & South America Key Players Augmented Reality and Virtual Reality Platform Market Share (2019-2020)

Table 76. Central & South America Augmented Reality and Virtual Reality Platform Market Size by Type (2015-2020) (Million US\$)

Table 77. Central & South America Augmented Reality and Virtual Reality Platform Market Share by Type (2015-2020)

Table 78. Central & South America Augmented Reality and Virtual Reality Platform Market Size by Application (2015-2020) (Million US\$)

Table 79. Central & South America Augmented Reality and Virtual Reality Platform Market Share by Application (2015-2020)

Table 80. Augmented Pixels Company Details

Table 81. Augmented Pixels Business Overview

Table 82. Augmented Pixels Product

Table 83. Augmented Pixels Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)

Table 84. Augmented Pixels Recent Development

Table 85. HP Autonomy Company Details

Table 86. HP Autonomy Business Overview

Table 87. HP Autonomy Product

Table 88. HP Autonomy Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)

Table 89. HP Autonomy Recent Development

Table 90. Blippar Company Details

Table 91. Blippar Business Overview

Table 92. Blippar Product

Table 93. Blippar Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)

Table 94. Blippar Recent Development

Table 95. Catchoom Company Details

Table 96. Catchoom Business Overview

Table 97. Catchoom Product

Table 98. Catchoom Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)

Table 99. Catchoom Recent Development

Table 100. Wikitude Company Details

Table 101. Wikitude Business Overview

Table 102. Wikitude Product

Table 103. Wikitude Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)

Table 104. Wikitude Recent Development

Table 105. Google Company Details

Table 106. Google Business Overview

Table 107. Google Product

Table 108. Google Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)

Table 109. Google Recent Development

Table 110. ARToolKit Company Details

Table 111. ARToolKit Business Overview

Table 112. ARToolKit Product

Table 113. ARToolKit Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)

Table 114. ARToolKit Recent Development

Table 115. Realmx Business Overview

Table 116. Realmx Product

Table 117. Realmx Company Details

- Table 118. Realmax Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 119. Realmax Recent Development
- Table 120. Huawei Company Details
- Table 121. Huawei Business Overview
- Table 122. Huawei Product
- Table 123. Huawei Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 124. Huawei Recent Development
- Table 125. Magic Leap Company Details
- Table 126. Magic Leap Business Overview
- Table 127. Magic Leap Product
- Table 128. Magic Leap Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 129. Magic Leap Recent Development
- Table 130. Niantic Company Details
- Table 131. Niantic Business Overview
- Table 132. Niantic Product
- Table 133. Niantic Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 134. Niantic Recent Development
- Table 135. SenseTime Company Details
- Table 136. SenseTime Business Overview
- Table 137. SenseTime Product
- Table 138. SenseTime Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 139. SenseTime Recent Development
- Table 140. Facebook Company Details
- Table 141. Facebook Business Overview
- Table 142. Facebook Product
- Table 143. Facebook Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 144. Facebook Recent Development
- Table 145. Unity Technologies Company Details
- Table 146. Unity Technologies Business Overview
- Table 147. Unity Technologies Product
- Table 148. Unity Technologies Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 149. Unity Technologies Recent Development

- Table 150. EON Reality Company Details
- Table 151. EON Reality Business Overview
- Table 152. EON Reality Product
- Table 153. EON Reality Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 154. EON Reality Recent Development
- Table 155. Zappar Company Details
- Table 156. Zappar Business Overview
- Table 157. Zappar Product
- Table 158. Zappar Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 159. Zappar Recent Development
- Table 160. Infinity Augmented Reality Company Details
- Table 161. Infinity Augmented Reality Business Overview
- Table 162. Infinity Augmented Reality Product
- Table 163. Infinity Augmented Reality Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 164. Infinity Augmented Reality Recent Development
- Table 165. NexTech AR Solns Company Details
- Table 166. NexTech AR Solns Business Overview
- Table 167. NexTech AR Solns Product
- Table 168. NexTech AR Solns Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 169. NexTech AR Solns Recent Development
- Table 170. LibreStream Technologies Company Details
- Table 171. LibreStream Technologies Business Overview
- Table 172. LibreStream Technologies Product
- Table 173. LibreStream Technologies Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 174. LibreStream Technologies Recent Development
- Table 175. Artivive Company Details
- Table 176. Artivive Business Overview
- Table 177. Artivive Product
- Table 178. Artivive Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)
- Table 179. Artivive Recent Development
- Table 180. Zugara Company Details
- Table 181. Zugara Business Overview
- Table 182. Zugara Product

Table 183. Zugara Revenue in Augmented Reality and Virtual Reality Platform Business (2015-2020) (Million US\$)

Table 184. Zugara Recent Development

Table 185. Research Programs/Design for This Report

Table 186. Key Data Information from Secondary Sources

Table 187. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

Figure 1. Global Augmented Reality and Virtual Reality Platform Market Share by Type: 2020 VS 2026

Figure 2. AR Platform Features

Figure 3. VR Platform Features

Figure 4. Hybrid Technology Platform Features

Figure 5. Global Augmented Reality and Virtual Reality Platform Market Share by Application: 2020 VS 2026

Figure 6. Education and Training Case Studies

Figure 7. Video Game Case Studies

Figure 8. Online Shopping Case Studies

Figure 9. Media Case Studies

Figure 10. Tourism Case Studies

Figure 11. Social Media Case Studies

Figure 12. Others Case Studies

Figure 13. Augmented Reality and Virtual Reality Platform Report Years Considered

Figure 14. Global Augmented Reality and Virtual Reality Platform Market Size YoY Growth 2015-2026 (US\$ Million)

Figure 15. Global Augmented Reality and Virtual Reality Platform Market Share by Regions: 2020 VS 2026

Figure 16. Global Augmented Reality and Virtual Reality Platform Market Share by Regions (2021-2026)

Figure 17. Porter's Five Forces Analysis

Figure 18. Global Augmented Reality and Virtual Reality Platform Market Share by Players in 2019

Figure 19. Global Top Augmented Reality and Virtual Reality Platform Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Augmented Reality and Virtual Reality Platform as of 2019)

Figure 20. The Top 10 and 5 Players Market Share by Augmented Reality and Virtual Reality Platform Revenue in 2019

Figure 21. North America Augmented Reality and Virtual Reality Platform Market Size YoY Growth (2015-2020) (Million US\$)

Figure 22. Europe Augmented Reality and Virtual Reality Platform Market Size YoY Growth (2015-2020) (Million US\$)

Figure 23. China Augmented Reality and Virtual Reality Platform Market Size YoY Growth (2015-2020) (Million US\$)

Figure 24. Japan Augmented Reality and Virtual Reality Platform Market Size YoY Growth (2015-2020) (Million US\$)

Figure 25. Southeast Asia Augmented Reality and Virtual Reality Platform Market Size YoY Growth (2015-2020) (Million US\$)

Figure 26. India Augmented Reality and Virtual Reality Platform Market Size YoY Growth (2015-2020) (Million US\$)

Figure 27. Central & South America Augmented Reality and Virtual Reality Platform Market Size YoY Growth (2015-2020) (Million US\$)

Figure 28. Augmented Pixels Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 29. Augmented Pixels Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 30. HP Autonomy Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 31. HP Autonomy Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 32. Blippar Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 33. Blippar Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 34. Catchoom Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 35. Catchoom Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 36. Wikitude Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 37. Wikitude Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 38. Google Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 39. Google Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 40. ARToolKit Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 41. ARToolKit Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 42. Realmax Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 43. Realmax Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 44. Huawei Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 45. Huawei Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 46. Magic Leap Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 47. Magic Leap Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 48. Niantic Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 49. Niantic Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 50. SenseTime Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 51. SenseTime Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 52. Facebook Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 53. Facebook Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 54. Unity Technologies Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 55. Unity Technologies Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 56. EON Reality Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 57. EON Reality Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 58. Zappar Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 59. Zappar Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 60. Infinity Augmented Reality Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 61. Infinity Augmented Reality Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 62. NexTech AR Solns Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 63. NexTech AR Solns Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 64. LibreStream Technologies Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 65. LibreStream Technologies Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 66. Artivive Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 67. Artivive Revenue Growth Rate in Augmented Reality and Virtual Reality Platform Business (2015-2020)

Figure 68. Bottom-up and Top-down Approaches for This Report

Figure 69. Data Triangulation

Figure 70. Key Executives Interviewed



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